

REMARKS

Claims 1-36 remain pending in this application. By this Amendment, claims 8-9, 20-21 and 32-33 are amended. Reconsideration in view of the foregoing amendments and following remarks is respectfully requested.

Applicant thanks the Examiner for the indication that claims 1-7, 10-19, 22-31 and 34-36 are allowed.

The Office Action rejects claims 8-9, 20-21 and 32-33 under 35 U.S.C. §102(b) over Ikematsu et al. (U.S. Patent No. 5,613,913) (Ikematsu). Applicant respectfully traverses this rejection.

Specifically, Applicant asserts that Ikematsu does not disclose or suggest an image generation system/method comprising *inter alia* means for/step of playing a motion of an object based on pre-stored motion data, as recited in independent claims 8-9, 20-21 and 32-33.

In particular, Ikematsu teaches a method in which players can experience gun fights between the targets and the players themselves (Abstract, lines 1-3). Ikematsu also teaches that when a target is hit with a bullet, the control box generates bullet-hit information on the target (S26; Fig. 7), and also generates a target control command on the basis of the positional information on players and the bullet-hit information on the target (col. 5, line 60 - col. 6, line 1; S27, Fig. 7). It appears that the target moves in reaction to the positional information on players and the bullet-hit information on the target.

However, Ikematsu does not disclose or suggest playing a motion of the target (object) based on pre-stored motion data. In fact, Ikematsu does not teach that the targets are moving prior to the player entering the battle stage room. In other words, the targets do not move based on pre-stored motion data; rather, they move in reaction to a player entering the

battle stage room and shooting at them. As such, Ikematsu does not disclose or suggest each and every feature of claims 8-9, 20-21 and 32-33.

Furthermore, in regard to the rejection of claims 9, 21 and 33, Ikematsu does not disclose or suggest switching from generation of an object's motion through a physical simulation to play of the object motion based on motion data when a given condition is satisfied, for instance, when a given time period has elapsed after the target has been hit. In contrast to the subject matter of claims 9, 21 and 33, Ikematsu appears to teach generating motion data in step S27 and S28, but does not switch this generation motion to a play of an object's motion (i.e., play of motion based on pre-stored data) when a given condition is satisfied (or at any time, for that matter). Ikematsu generates motion data both when this target is hit and when the target is not hit (S25-S28, Fig. 7).

Accordingly, Ikematsu and Applicant's invention are two distinct processes, and Applicant asserts that Ikematsu does not disclose or suggest each and every feature of independent claims 8, 9, 20, 21, 32 and 33. Hence, Applicant asserts that these claims define patentable subject matter. Accordingly, Applicant respectfully requests that the rejection of these claims be withdrawn.

In view of the foregoing, it is respectfully submitted that this application is in condition for allowance. Favorable reconsideration and prompt allowance of all the rejected claims are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in even better condition for allowance, the Examiner is invited to contact the undersigned at the telephone number set forth below.

Respectfully submitted,



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